antitudine
Sanki
AH,BD!
SyndiCART.promotion
fanzin de benzi desenate
24hBD Banda Desenata in 24 de ore vol.16, 2010, 28 pag.

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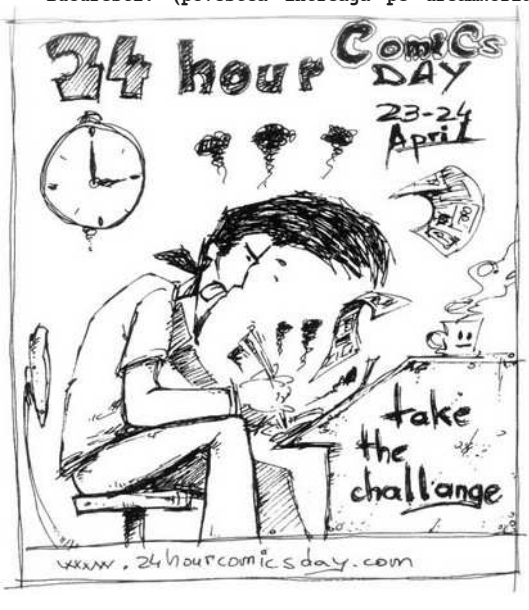
Iti plac benzile desenate? Vrei sa faci benzi desenate?! sa inveti? Aha, FACI benzi desenate?!? Vrei sa publici? sa multiplici? sa distribui Sanki? Vrei sa-i cunosti si pe CEILALTI? Ha, simplu! Scrie-ne! *bedeaua@yahoo.com*

Sanki vol.16, iunie 2010
concept & DTP: Marian Mirescu *bedeaua@yahoo.com*
coperta: Veronica Solomon INKAMON

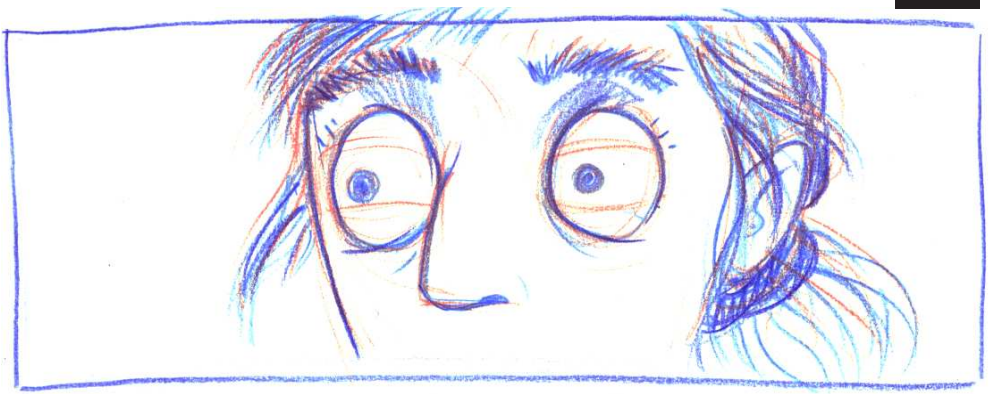
DARIZ

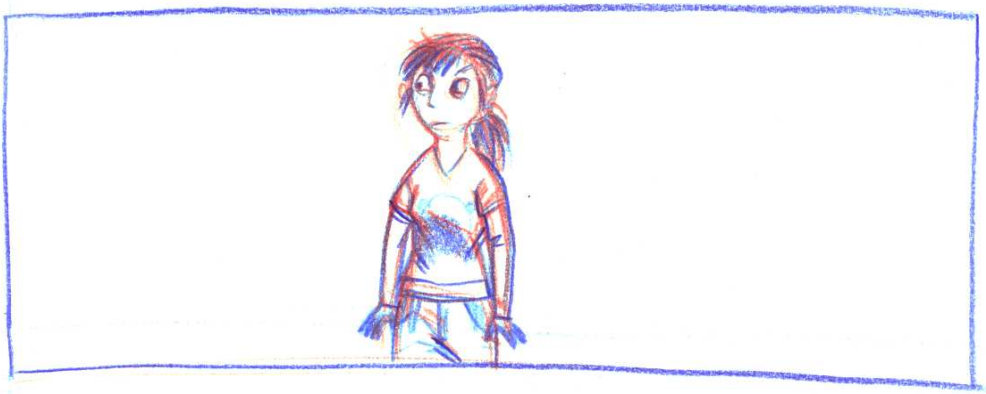
ISTORIE: In 23 aprilie 2005 a avut loc prima editie europeana a Zilei Benzii Desenate in 24 de ore, la Dijon, la initiativa lui Kenn Sebesta. Cu un an inainte, la Craiova, el ne propunea sa facem o editie romaneasca simultana acolo! In 2005, un grup de desenatori romani se pregatea sa plece in Franta... N-a fost sa fie. Au ramas posterele realizate de unii dintre ei. Acestia vor fi si acum in 2010 la 24hBD Bucuresti. (povestea intreaga pe dreamworld.syndicart.net)

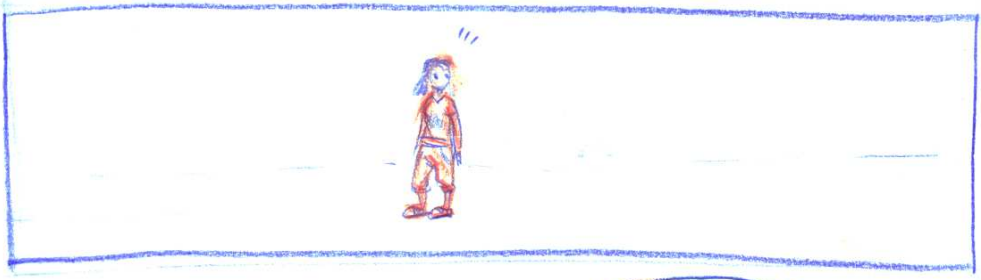


DOMINUS

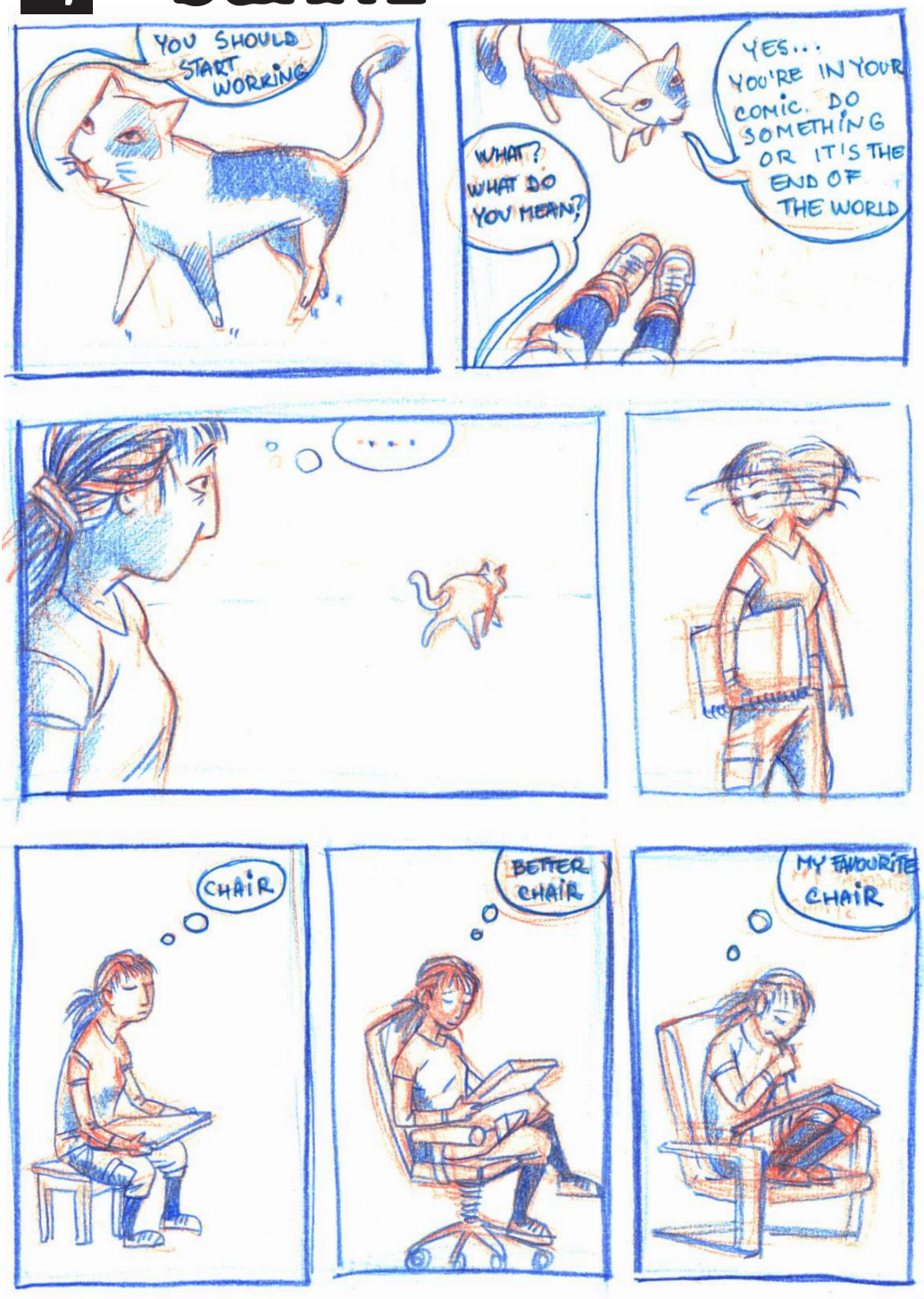
GOSPO

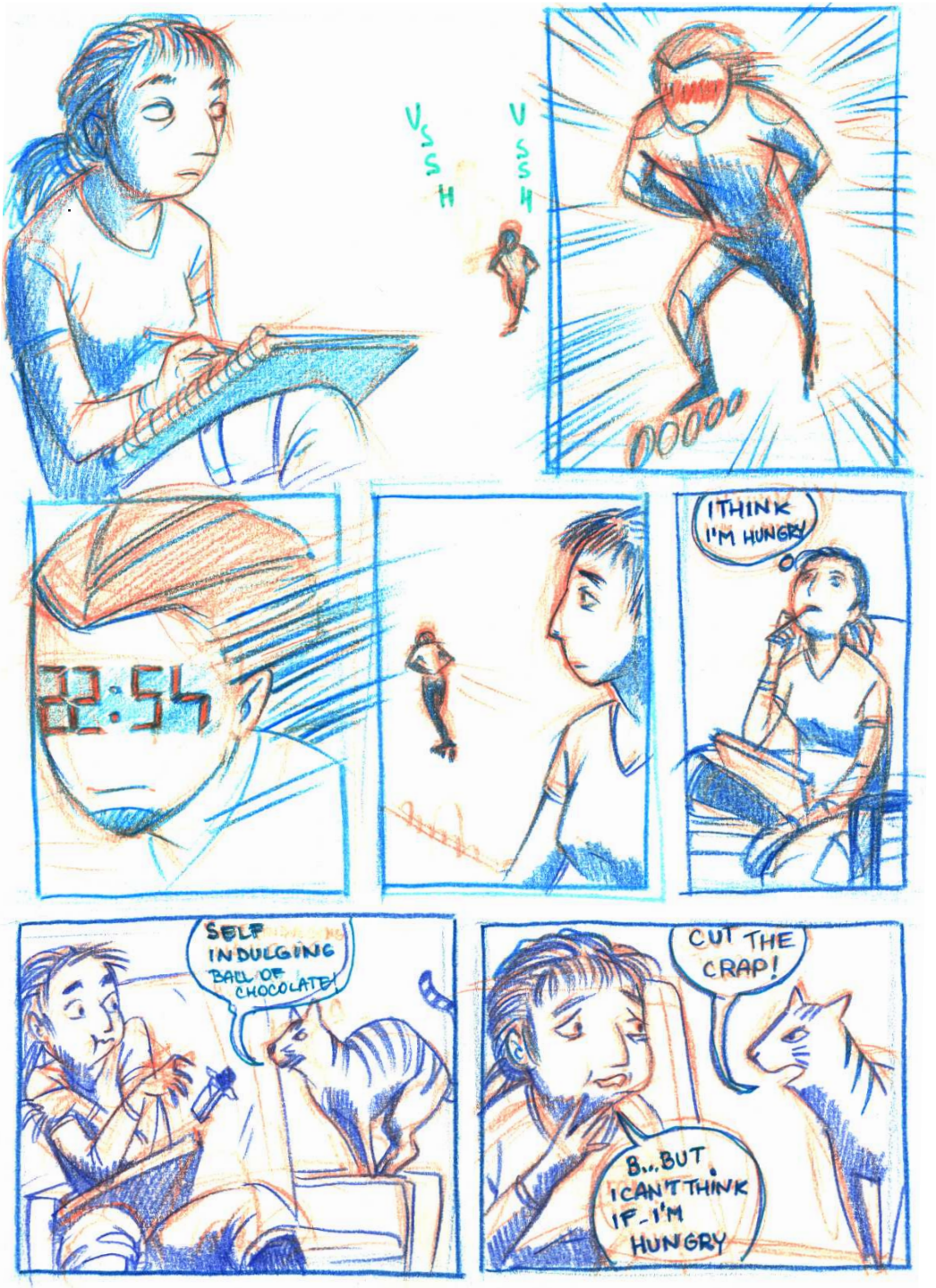


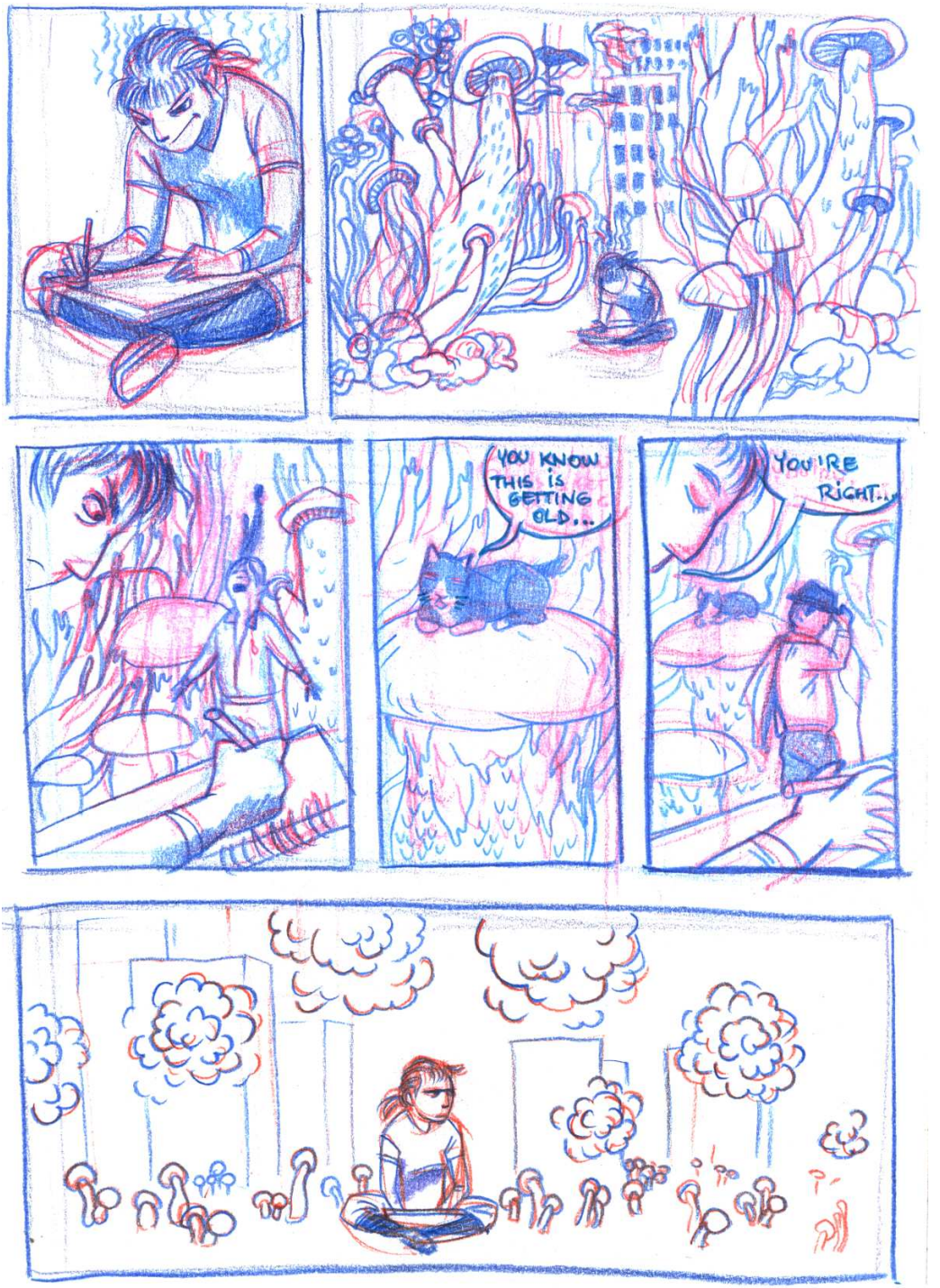




WTF?!!

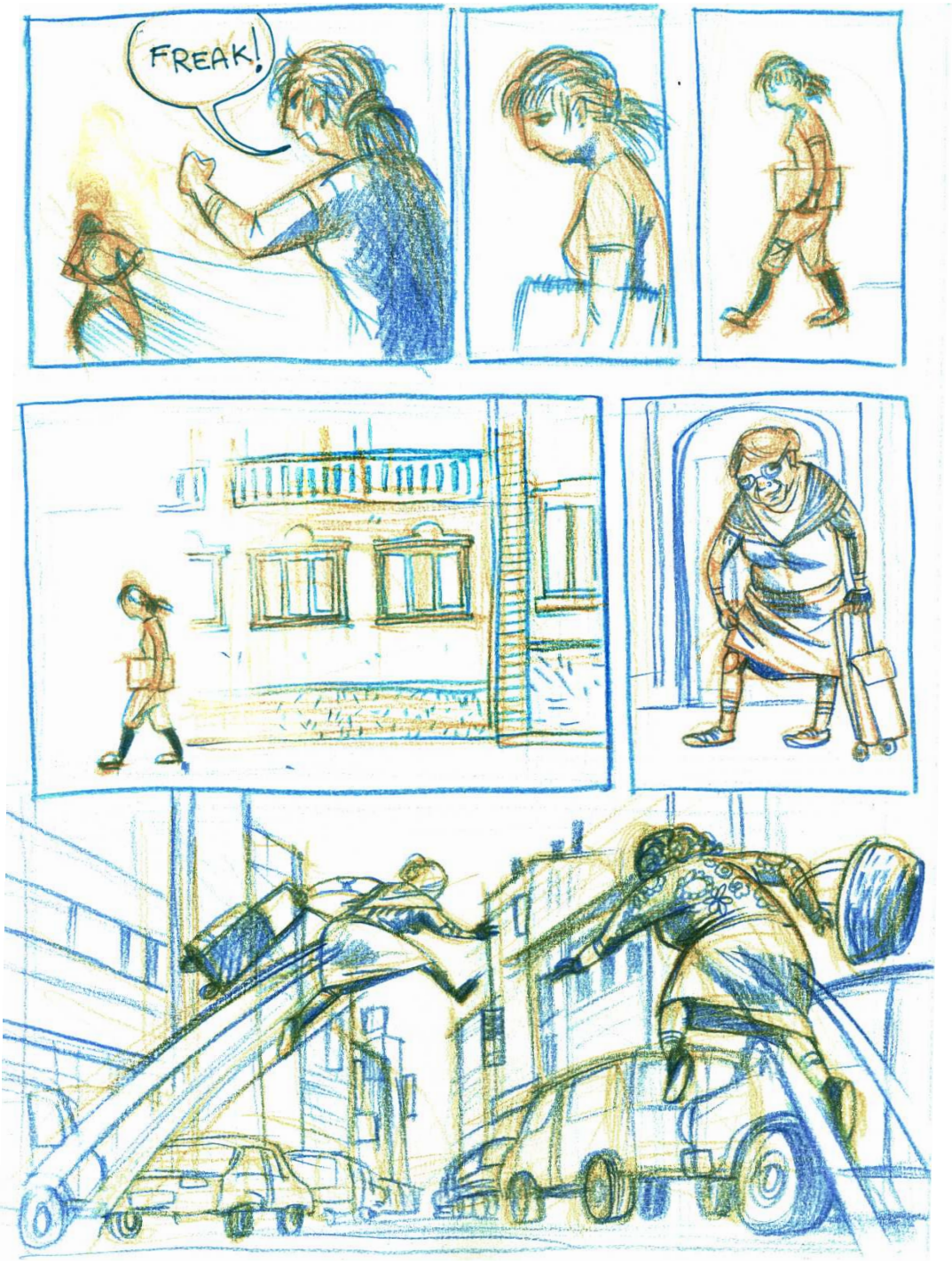

YOU SHOULD START WORKING
WHAT? WHAT DO YOU MEAN?
YES... YOU'RE IN YOUR COMIC. DO SOMETHING OR IT'S THE END OF THE WORLD
...
CHAIR
BETTER CHAIR
MY FAVOURITE CHAIR

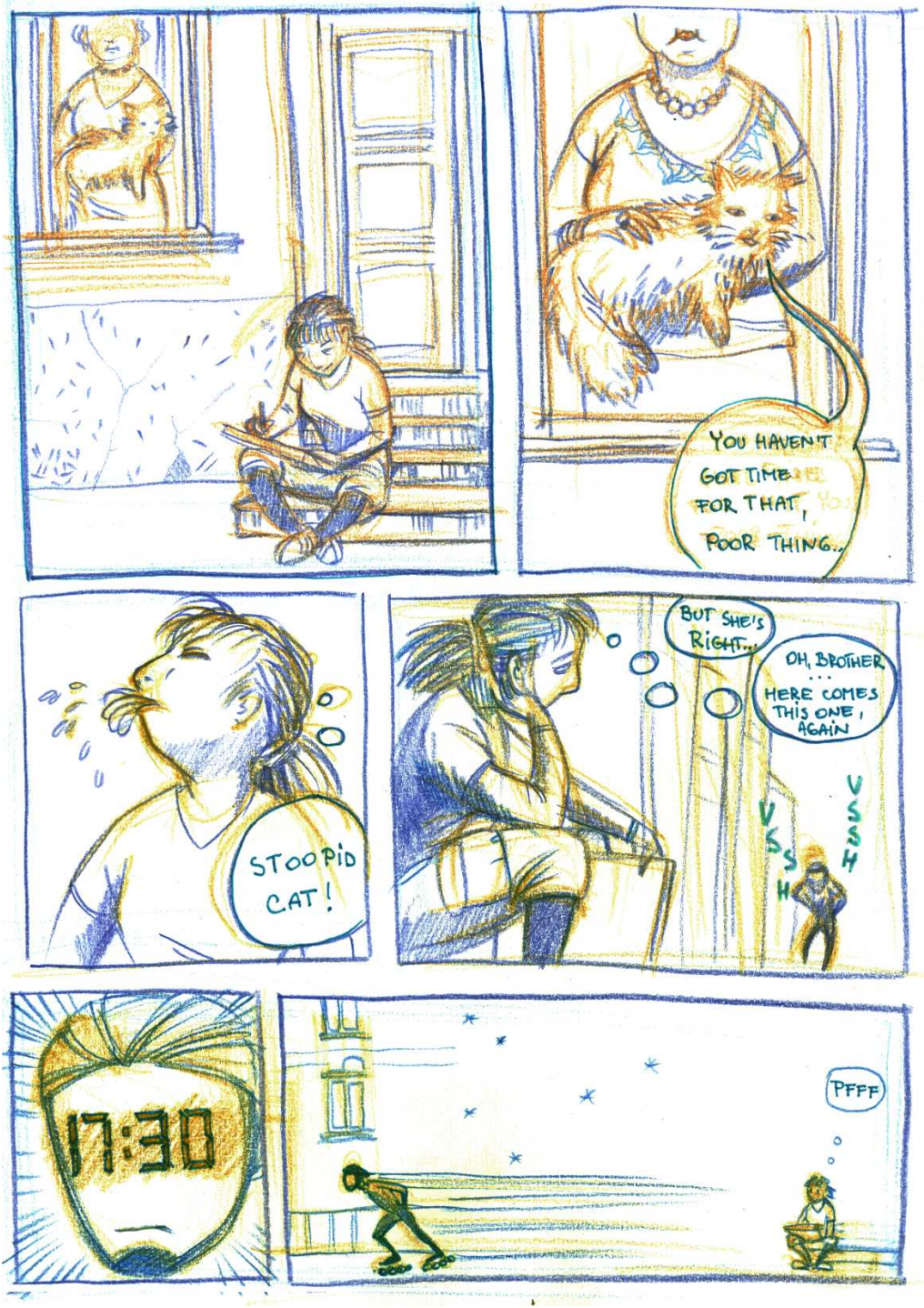

VSSH
VSSH
OOOOO
22:54
I THINK I'M HUNGRY
SELF INDULGING BALL OF CHOCOLATE!
CUT THE CRAP!
B..BUT I CAN'T THINK IF I'M HUNGRY


YOU KNOW THIS IS GETTING OLD...
YOU'RE RIGHT...

I WAS REALLY INTO THAT
WHAT ELSE, NOW?
I KNOW!
MUAHAHAHAHA
IMPRESSIVE SCENERY... WHAT'S IT FOR?
ISN'T IT OBVIOUS?
A VAMPIRES STORY

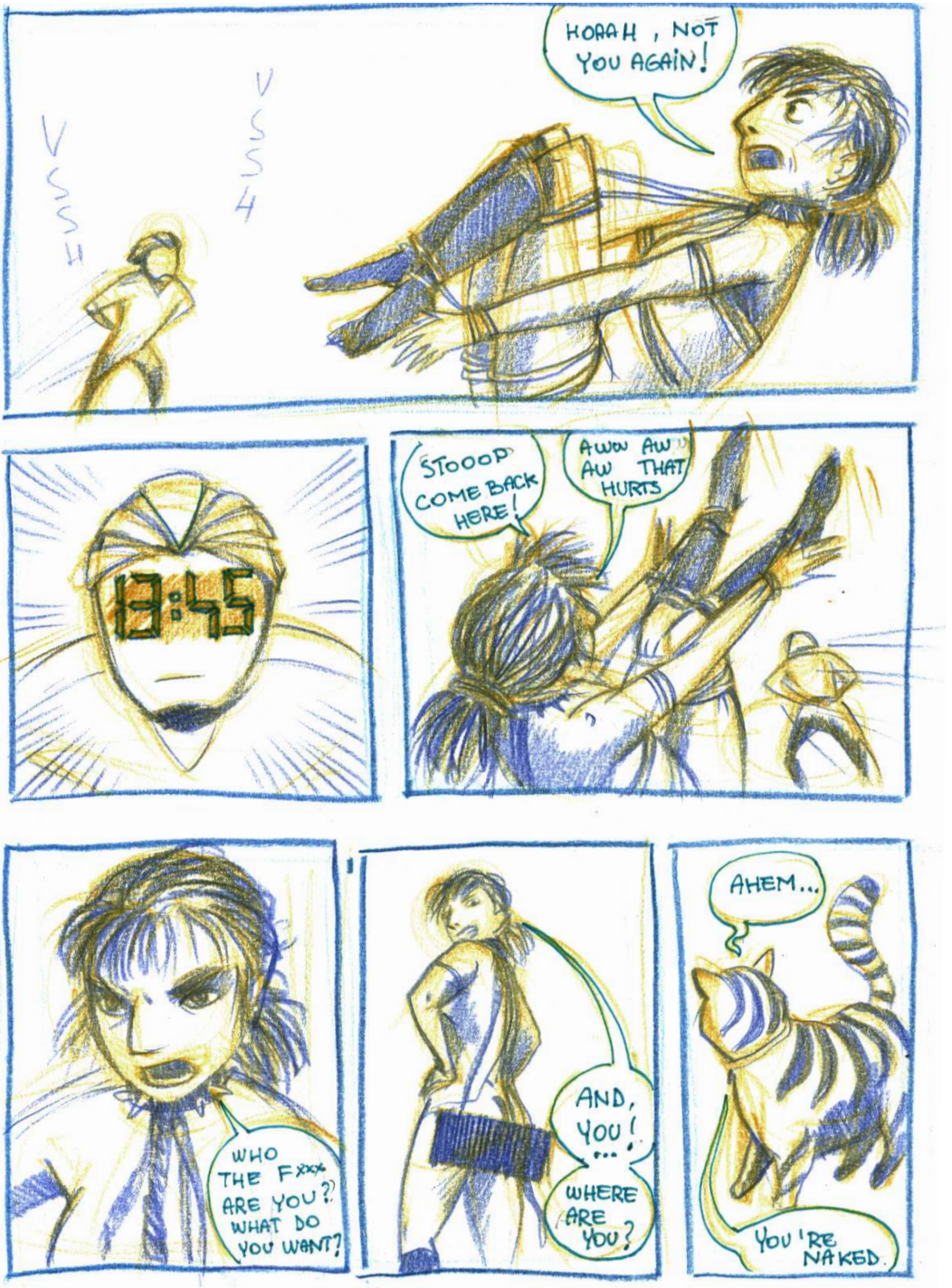
WHY VAMPIRES?
WELL, I'M FROM TRANSILVANIA AIN'T I?
SO? DOES THAT MAKE YOU AN EXPERT? YO DIDN'T EVEN WATCH TWIGLIGHT
VSSH VSSH
!
19:40


FREAK!

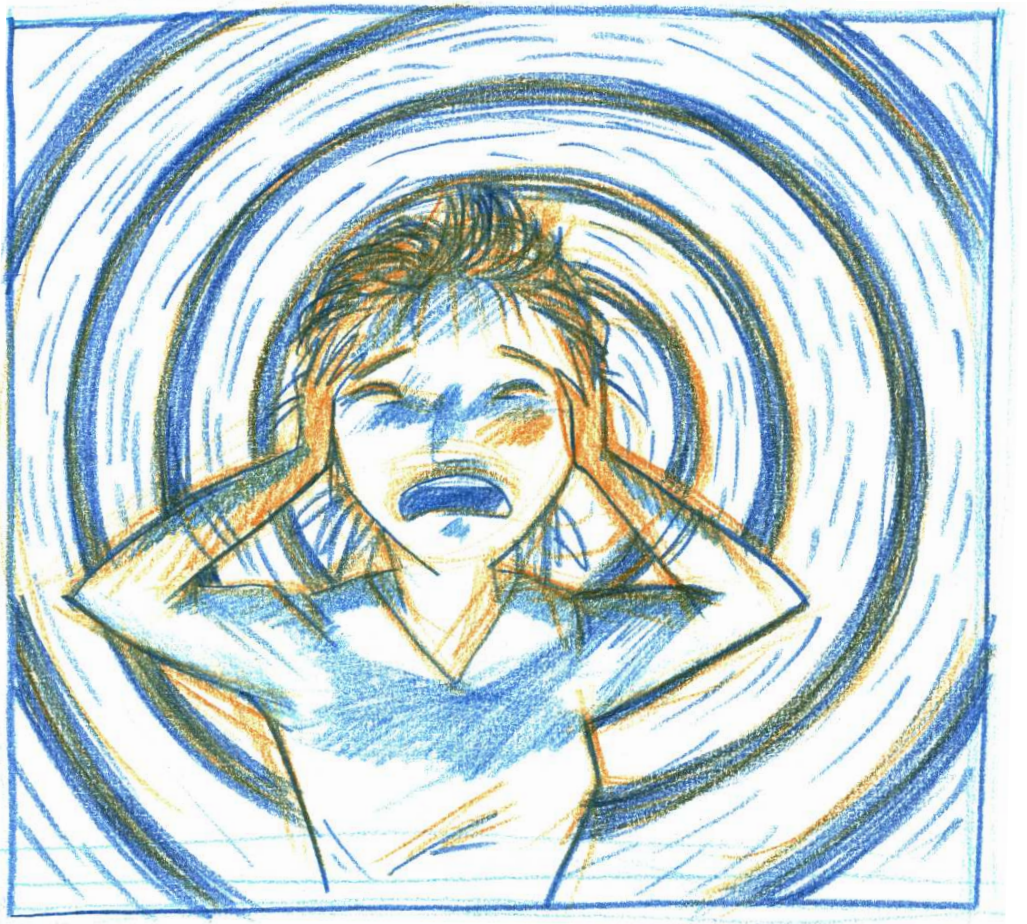

YOU HAVEN'T GOT TIME FOR THAT, POOR THING..
STOOPID CAT!
BUT SHE'S RIGHT..
OH, BROTHER ... HERE COMES THIS ONE, AGAIN
VSSH
VSSH
17:30
PFFF

I ATE
WHERE YOU'VE BEEN SO LONG?
FIGURES... ANY GOOD IDEAS, AT LEAST?
YEAH... A NAP WOULD BE A GOOD IDEA
REALLY NOW!
REALLY... I DREAM A LOT OF CRAZY SHIT RIGHT NOW I DREAMT YOU CHANGED INTO A LITTLE TIGRED KITTY. WEIRD EH? I COULD DO A COMIC ABOUT...
WHEN I DREAM I RIDE REAL WELL AND I'M IN A COMPETITION! ON SOME AWESOME SLOPES BETWEEN ICED WATERFALLS BUT I'M NAKED...
-OR THAT PIRATE SHIP THAT WAS MADE OUT OF A TRAIN WAGON AND IT WENT ON SKATEBOARDS
-OR THOSE HUGE LILIES THAT HAD FRUITS WITH HUMAN BABIES INSIDE

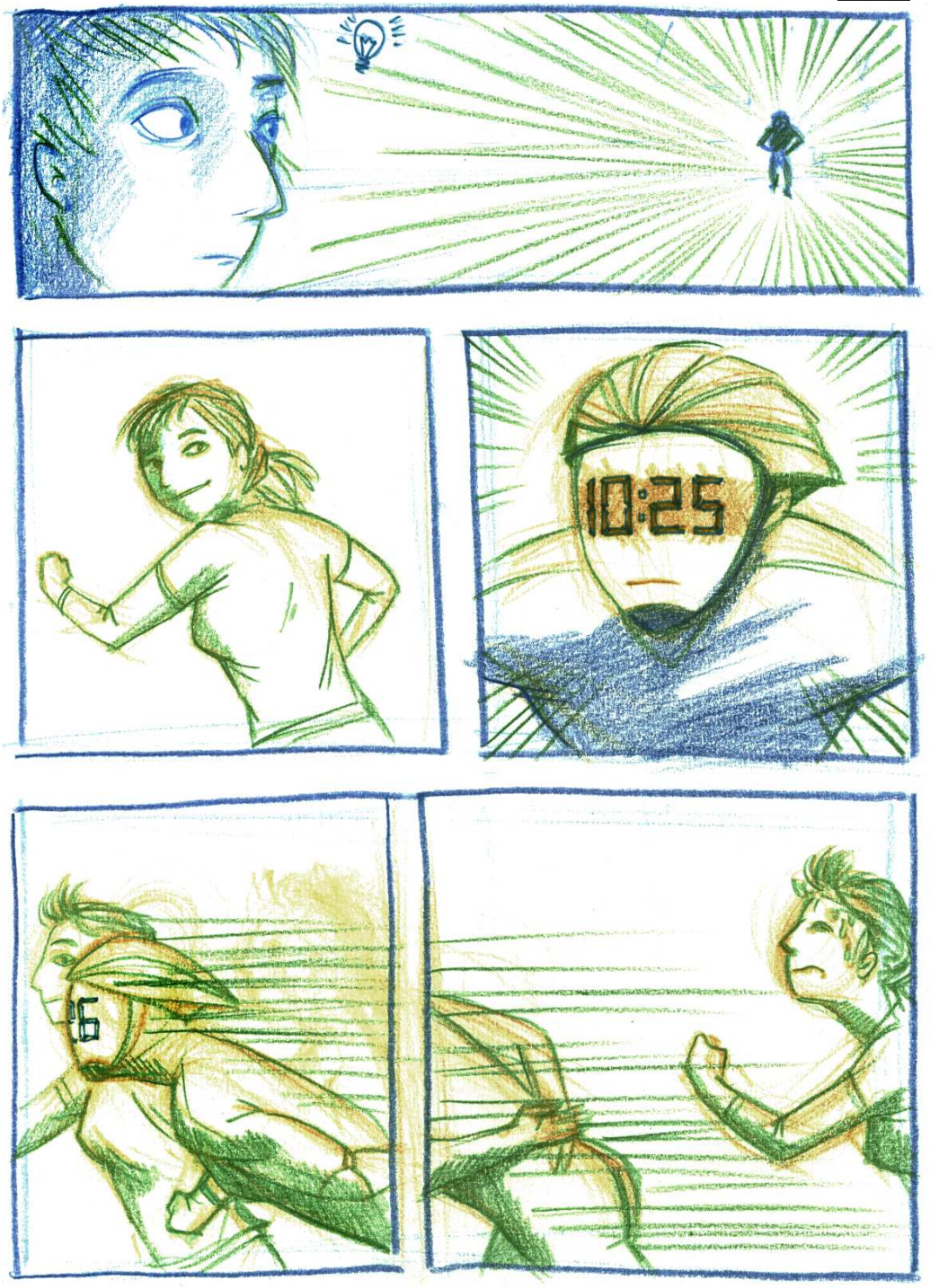
WAKE UP SLUMBER GIRL!
WOAH... YOU'RE NAKED TOO
IT'S BEEN DONE! OK?
WHAT ABOUT SEX? THAT GOES WHENEVER
SOMETHING NAUGHTY...
AMAZE ME!
SOMETHING KINKY..., SOMETHING DIFFERENT...
YOU'RE IN GERMANY, REMEMBER? WHAT DIFFERENT CAN YOU SHOW THEM?


VSSH
VSSH
HORAH, NOT YOU AGAIN!
13:45
STOOOP COME BACK HERE!
AWW AW AW THAT HURTS
WHO THE FXXX ARE YOU? WHAT DO YOU WANT?
AND, YOU! ... WHERE ARE YOU?
AHEM...
YOU'RE NAKED.

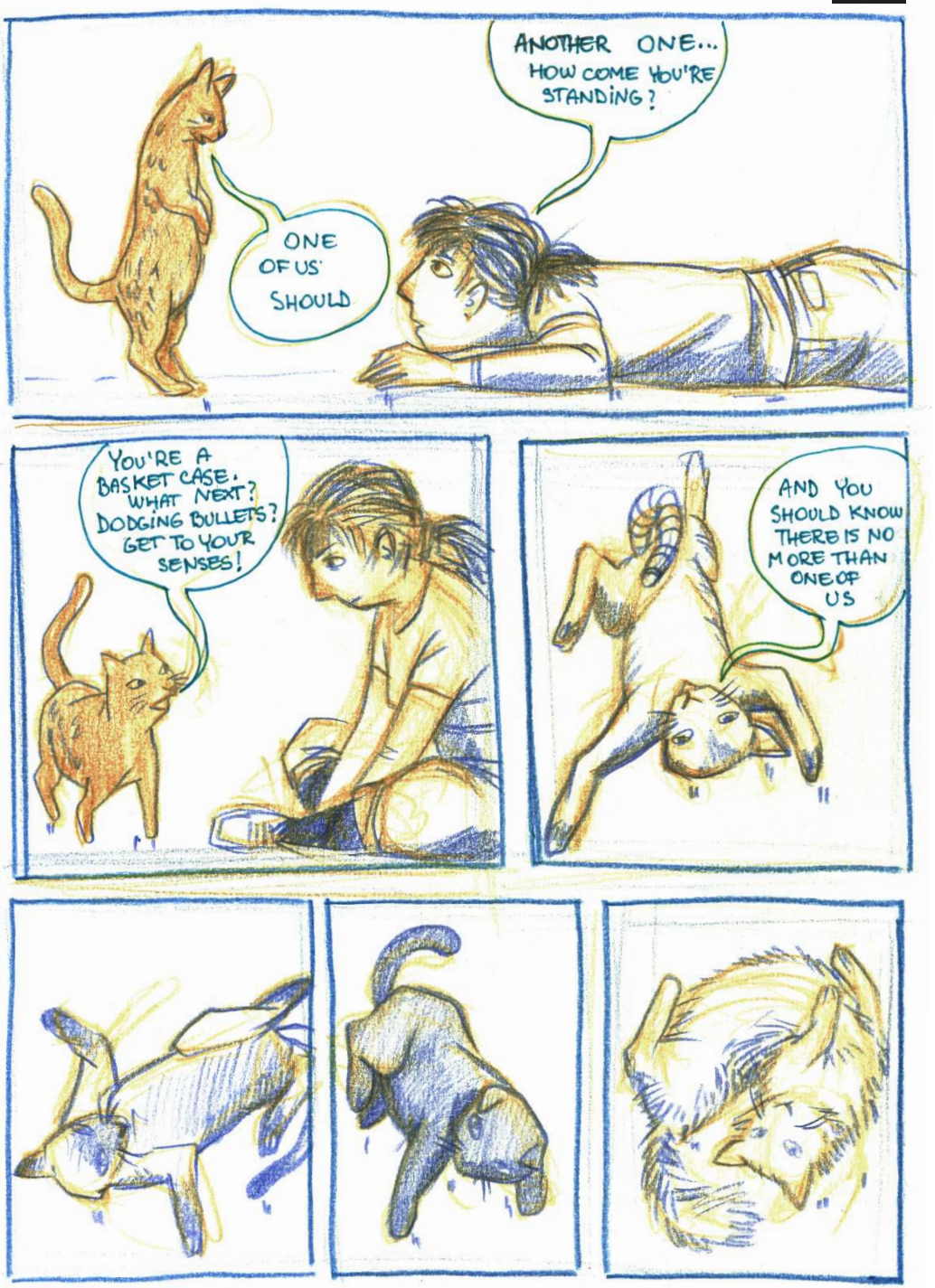
SORRY ABOUT THAT...
I DIDN'T MEAN TO YELL AT YOU WHERE IS THE OTHER CAT?
MAKES ME A TREE PWEEZ
OH MAN! I'VE ALWAYS WANTED TO DO THIS
OH! ... THERE IS NO OTHER CAT
!!!
OH, NO, NO ... I'M NOT SEEING THIS!

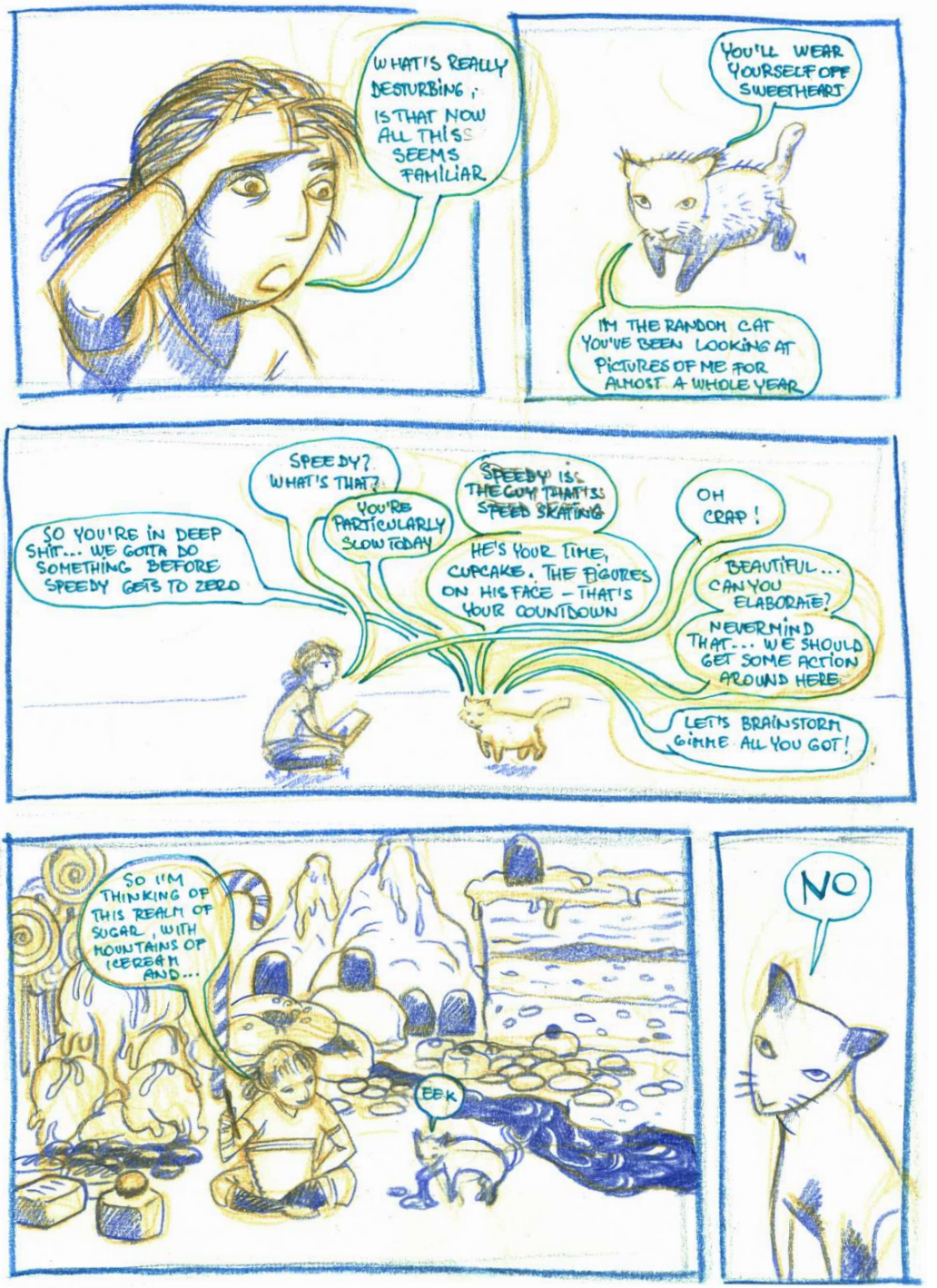


THIS CANNOT BE.
IF THIS WORKS ...
WE 'RE DOOMED

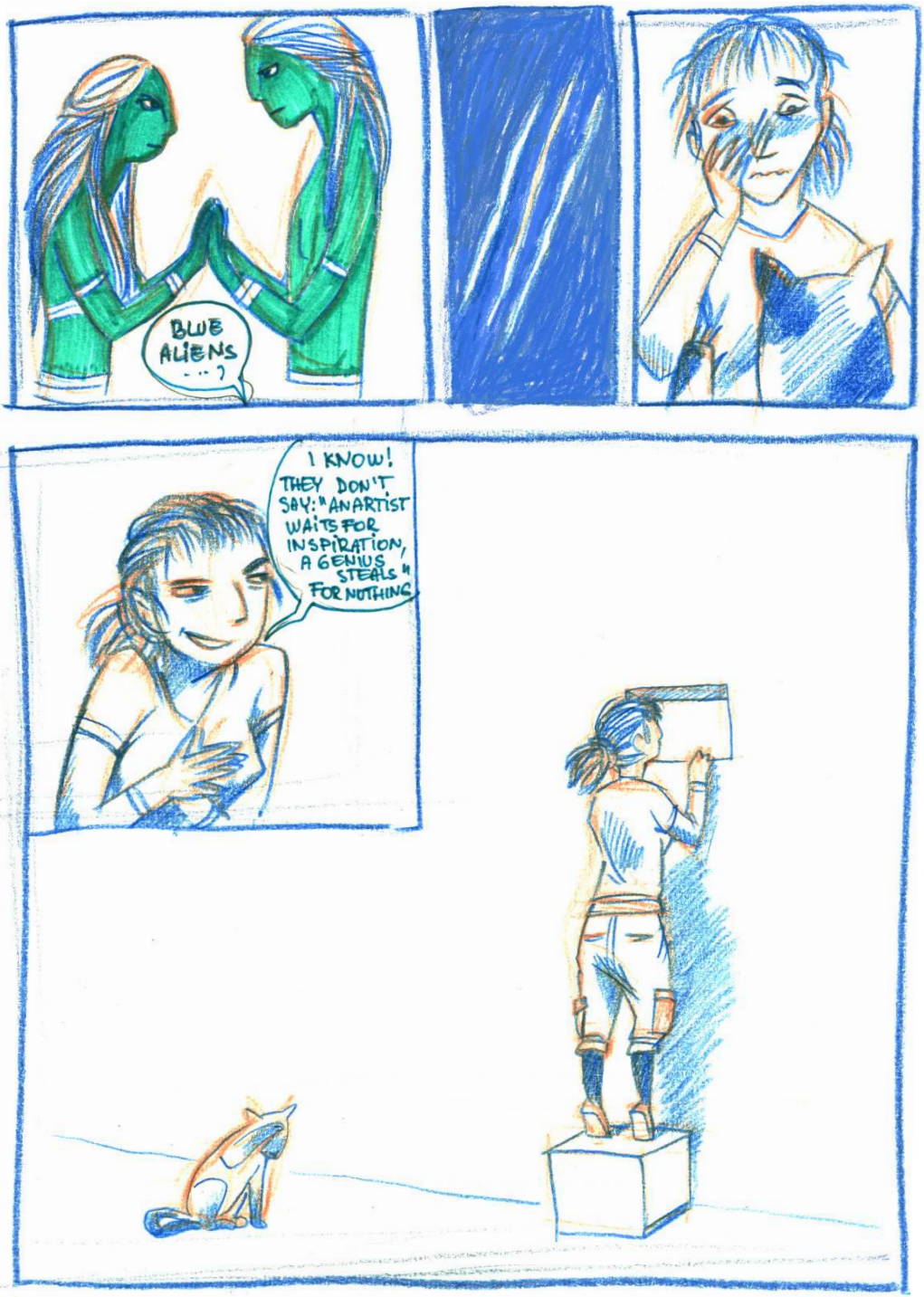

10:25

I SHOULD HAVE JUMPED

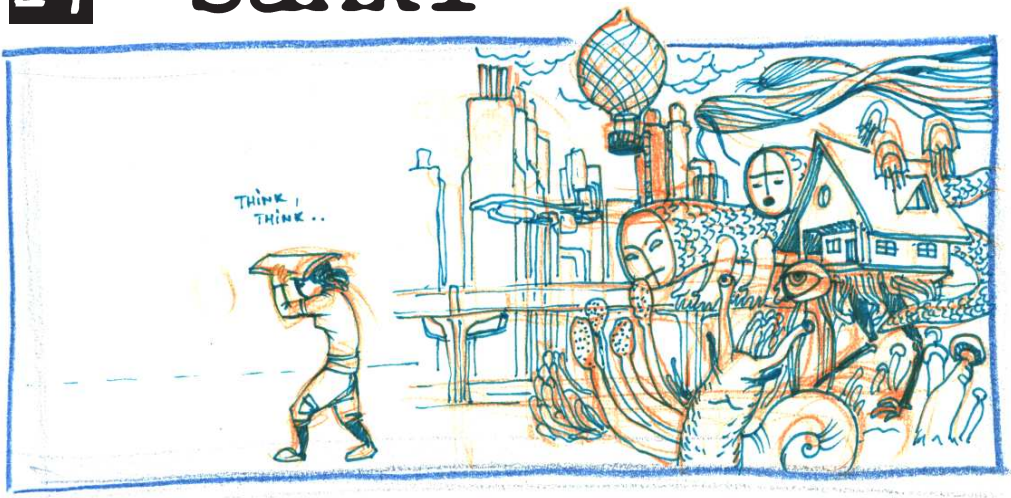

ANOTHER ONE... HOW COME YOU'RE STANDING?
ONE OF US SHOULD
YOU'RE A BASKET CASE. WHAT NEXT? DODGING BULLETS? GET TO YOUR SENSES!
AND YOU SHOULD KNOW THERE IS NO MORE THAN ONE OF US


WHAT'S REALLY DISTURBING; IS THAT NOW ALL THIS SEEMS FAMILIAR
YOU'LL WEAR YOURSELF OFF SWEETHEART
IM THE RANDOM CAT YOU'VE BEEN LOOKING AT PICTURES OF ME FOR ALMOST A WHOLE YEAR
SO YOU'RE IN DEEP SHIT... WE GOTTA DO SOMETHING BEFORE SPEEDY GETS TO ZERO
SPEEDY? WHAT'S THAT?
YOU'RE PARTICULARLY SLOW TODAY
SPEEDY IS THE GUY THAT'S SPEED SKATING
HE'S YOUR TIME, CUPCAKE. THE FIGURES ON HIS FACE - THAT'S YOUR COUNTDOWN
OH CRAP!
BEAUTIFUL... CAN YOU ELABORATE?
NEVERMIND THAT... WE SHOULD GET SOME ACTION AROUND HERE
LET'S BRAINSTORM GIMME ALL YOU GOT!
SO I'M THINKING OF THIS REALM OF SUGAR, WITH MOUNTAINS OF ICECREAM AND...
EEK
NO

HOW ABOUT A GIANT HAMSTER THAT LIVES ABOVE THE CLOUDS, AND THESE LIZARDS COME, AND...
NO!
OR SOME FISH BIRDS THAT SMOKE THE PIPE AND LIVE IN A JAPANESE GARDEN?
NO!
A CUTE SUPERHERO HIGHSCHOOL GIRL
AA HA HA HA...
NO!

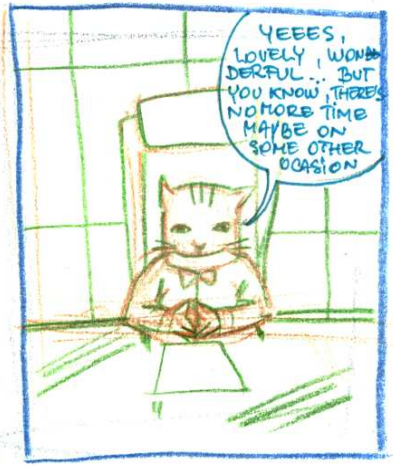

BLUE ALIENS ...?
I KNOW! THEY DON'T SAY: "AN ARTIST WAITS FOR INSPIRATION, A GENIUS STEALS" FOR NOTHING

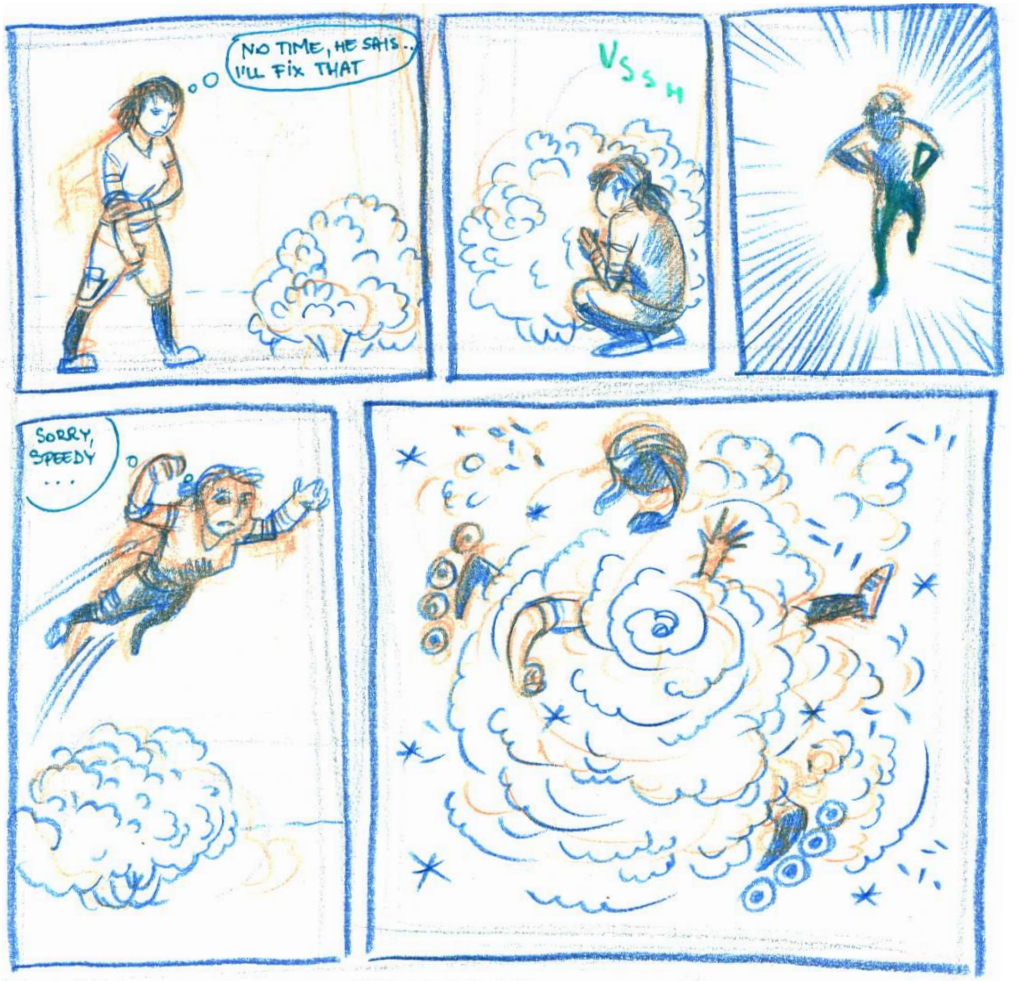
THAT STINKER BOYFRIEND OF MINE ... HOW DARE HE DO BETTER THAN ME?
AAAA AAARGH

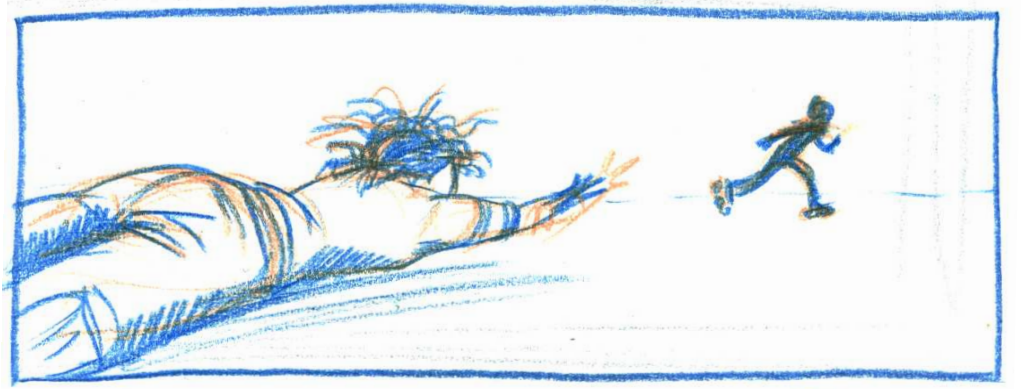

THINK ,
THINK ..

THINK
THINK
THINK
. . .

I'VE GOT IT !!!
THE PERFECT STORY!
IT'S ABOUT THESE SOCIAL HACKERS THAT HELP PEOPLE LOOSE THEIR PRESETED BEHAVIOURS ... LIKE PREJUDICES, BIGOTRY, RACISM, CONSUMERISM
IT'S GOING TO BE VERY EDUCATIVE!


YEEES,
LOVELY, WONDERFUL .. BUT YOU KNOW, THERE'S NO MORE TIME
MAYBE ON SOME OTHER OCASION





FIN

At one hour per page, some treat the 24-hour comic as a minimalist excercise? how little can you put on a page and still have it be comics? but I like to think of it in the opposite way; how much can you draw in an hour?! If you think about it, the answer is a lot! Figuring six panels per page that's ten minutes per panel. Try it yourself. [Yeah, right now!] Draw a box about 3 inches wide, 2 inches tall, set a timer for ten minutes and see how much you can draw. You might surprise yourself.

As far as planning goes, you can think about it beforehand, but I recommend improvisation as the most satisfying route. Perhaps have some randomizer at startup (like a Pictionary or Tarot Card Deck or a child's picture book of household objects) to actually prevent you from knowing what the story will be about beforehand. The less you plan, the less likely you are to get frustrated.

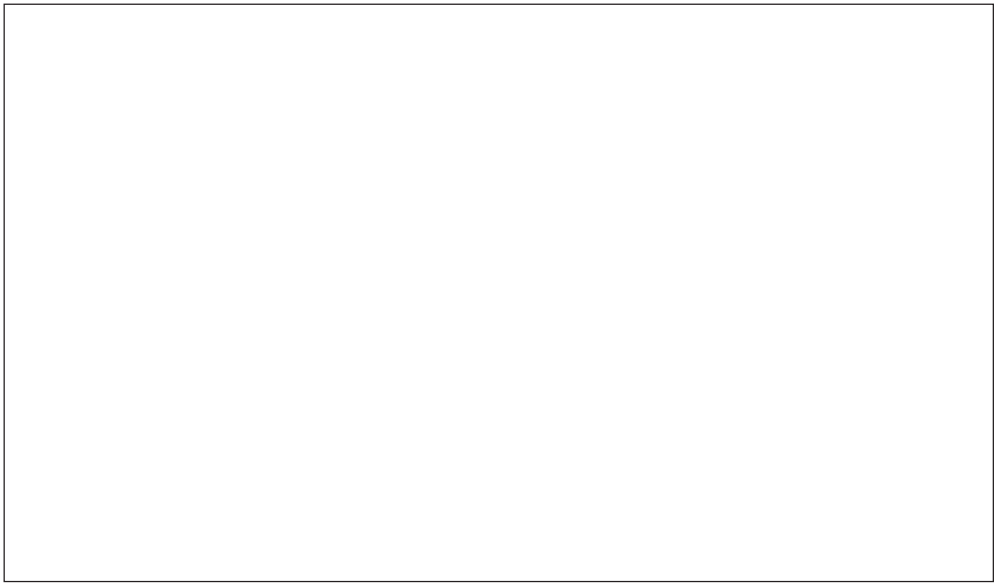
Some have found the exercise is especially fun to do in big groups. Some even chronicle the food they ate, the music they listened to, etc. Doing it alone can be kind of bleak, but also have a peculiar allure and can feel like a rite-of-passage, crossing-the-desert kind of thing. No, really. I'm serious! Oh, never mind....

My strongest suggestion is: Do it! It's fun, it's exciting, it's mind-altering, it'll teach you all kinds of cool stuff about yourself and? best of all? it's only one day, so what have you got to lose?

Best,
*--Scott**

THE ONLINE VARIATION: The above applies to printed comics or online comics with "pages" but if you'd like to try a 24-hour Online Comic that doesn't break down into pages (like the expanded canvas approach I use in most of my own webcomics) then try this: At least 100 panels AND it has to be done, formatted and ONLINE within the 24-hour period!

**Scott McCloud*



Veronica Solomon:

“Ieseam dintr-un magazin de benzi desenate din centrul Berlinului cu un album mare - *Little Nemo* al lui Mc’Cay si niste flyere... De obicei nu le citesc, dar mi-au cazut ochii pe unul pe care scria *24Stunden Comictag - Leipzig 17 Marz*. M-am prins ca e vorba de ceva legat de banda desenata si se intâmpla in curand. Am intrat pe situl dedicat http://24hcomic.de/ si cu bruma mea de germana si Google Translate am inteles ca e un eveniment in care se deseneaza 24 de ore. 24 de ore, ok... da’ mai scria si ceva de 24 de pagini. Naaa... asa ceva nu e posibil. Poate nu un singur autor... poate toti cei prezenti lucreaza impreuna si scot un comic de 24 de pagini, sau poate se lucreaza pe echipe...?

Pe site mai sunt linkuri cu informatii despre fenomen si sfaturi practice... Si mai scria ceva de Scott McCloud http://scottmccloud.com/... Aha!- pe baiatu’ asta il stiu... ia sa vedem care-i povestea, mi-am zis.

Si iata ce-am aflat:

Totul a pornit in 1990 cand Scott l-a provocat pe prietenul sau Steve Bissete, despre care spune ca era atat de incet ca desenator incat executa doar o pagina pe luna, in schimb era foarte rapid la sesiunile de semnat albume si schitele facute spontan erau deosebit de reusite, sa faca un “one shot comic” de 24 de pagini intr-o zi. Mai exact 24 de ore. Si cum se stia el insusi destiul de incet, avea sa faca si el acelasi lucru. Povestea intreaga aici: http://scottmccloud.com/4-inventions/24hr/first/index.html

In scurt timp provocarea a fost acceptata si de Dave Sim, Neil Gaiman, Kevin Eastman si Rick Veitch, lucrarile fiind ulterior publicate. Un adevarat fenomen a luat nastere - tot mai multi autori de banda desenata au dat acest test in anii ce au urmat. Una dintre regulile de la inceputuri era ca o copie a rezultatului sa fie trimisa lui Scott McCloud. Dar din 2001 le-a pierdut sirul...”

“La inceputul anilor 2000 a aparut si practica de a se aduna mai multi autori si a lucra impreuna iar in 2004 a fost stabilita si o zi “oficiala” pentru 24h Comics in Statele Unite.

In 2007 24hComics Day se sarbatorea in inca alte 18 tari din lume... Pe situl oficial http://www.24hourcomicsday.com/ se anunta in fiecare an ziua stabilita , tot aici participantii si organizatorii pot gasi regulamentul, informatii, sfaturi si alte detalii utile. Bineinteles asta nu inseamna ca doar in acea zi desemnata de instanta superioara se permite angajarea cetatenilor in activitati de acest gen. Asa ca un anumit domn Jan Hartmann, ocupandu-se el de standul de doujinshi (banda desenata autopublicata) de la Targul de Carte din Leipzig, s-a gandit ca intr-una din zilele targului sa organizeze o sesiune de 24h Comics. Ulterior am aflat ca toata organizarea a fost facuta prin reteaua Couchsurfing, unde a gasit omul relatii penru locatie, catering, muzica etc.

Dupa ce ne-am informat si am fost asigurati ca lipsa cunostintelor de limba germana nu ne impiedica a participa, eu si prietenul meu Remus Brezeanu, care intamplator (sau nu) face si el banda desenata, ne-am hotarat sa dam o fuga. Nu mica mi-a fost mirarea sa constat ca nemtii pot fi si ei neseriosi. Din aproximativ 20 de oameni inscrisi, s-au prezentat 6. In schimb cei de la galeria gazda, EEG ale caror birouri le-am cotropit, au organizat un party in aceeasi noapte si ne-au asigurat un flux continuu de vizitatori. M-a amuzat sa observ mirarea celor care credeau ca am venit special din Romania pentru acest eveniment. A fost bineinteles si presa - aici, faptul de a nu vorbi germana s-a dovedit util pentru ca ne-au lasat in pace.

In final, nu pot sa zic ca a fost usor: statul prea mult timp pe scaun - la un moment dat orice variatiune e la fel de incomoda, crampele la mana - experienta de storyboardist m-a obisnuit, dar nu sunt usor de ignorat, prea multa cafea - dupa 5 cani numai bine nu poate face... dar n-a fost nici pe departe atat de greu pe cat credeam ca va fi. A fost foarte antrenant si satisfacator. Amandoi am terminat la timp chiar cu pauze de masa si plimbare. Si e foarte amuzant sa lucrezi fara un scenariu prestabilit, fara prea multa planificare, e un exercitiu pe care l-as repeta cu mare placere si il recomand oricui.”

In volumul 15 HAPPY EASTER BUNNY STORY de Remus Brezeanu, iar in volumul acesta,16, TIME TO THINK de Veronica Solomon... Ne vedem la editia romaneasca? :) Mult succes!

Vrei mai mult? Citeste "AH, BD!" ***ahbd.syndicart.net*** *Volumele "Sanki" sunt disponibile la* ***sanki.syndicart.net Trimite impresii, lucrari la:*** *Marian Mirescu* ***C.P.1471, O.P. 4, Craiova 200890 / ah_bd@hotmail.com / dreamworld.syndicart.net***